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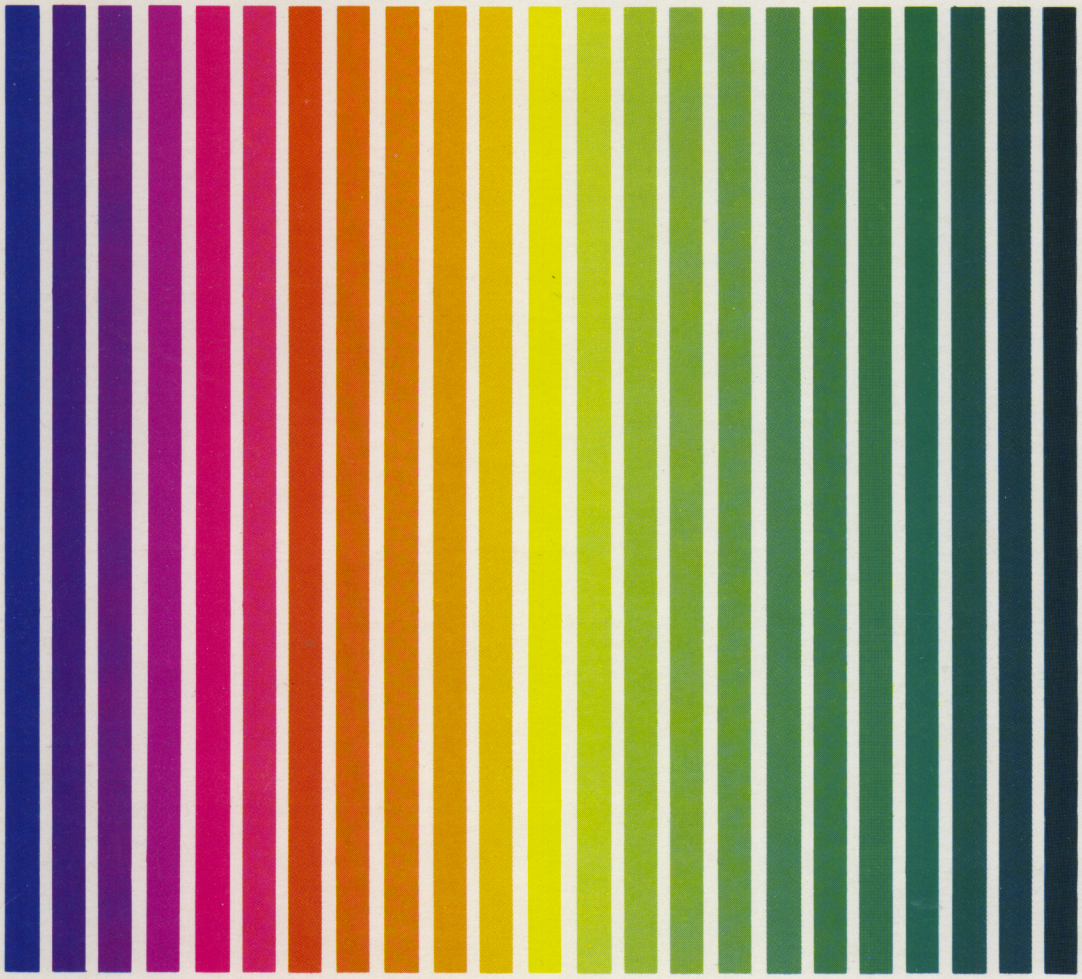

Steve Robinson

DIGGERBONK

Bonk everything in your path in a vertically scrolling maze

Cassette: 16K	Diskette: 16K
(APX-10202)	(APX-20202)
Version 1	Version 1

Edition A

User-Written Software for ATARI Home Computers

Steve Robinson

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by

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Introduction

Overview

DIGGERBONK challenges you to score points by "bonking", or demolishing, your enemies. You use your Joystick Controller to maneuver through a vertically scrolling maze. You can select one of nine difficulty levels. If you bonk a Pulsing Greenie along the way, you glow with special powers you can use against the real threats: the Purple Gurple, the Yellow Blinker, or worst of all, the Aqua Chaser. Of course, they're out to get you, too. There are some last-ditch escape methods, including the Panic Button, which you can use only in the most dire emergency!

Be especially alert for the wall. If you bump into it, you lose points. It moves in surprising ways, so you can find yourself boxed in. If you bonk a Twinkler, you get a chance to pass through walls. A bomb goes off from time to time, and sometimes you can make your way through the holes it blasts in the wall.

Your objective is to bonk as many creatures as possible before your inevitable demise. One of your enemies might bonk you, or fragments of the exploding bomb might shatter you, or you might be forced off the edge of the screen or boxed into the maze. Before you go, try to get as high a score as possible.

Required accessories

One ATARI Joystick Controller

Cassette version

16K RAM
ATARI 410 Program Recorder

Diskette version

16K RAM
ATARI 810 Disk Drive

Contacting the author

Users wishing to contact the author may write to him at:

P.O. Box 19813
Portland, OR 97219

Getting started

Loading DIGGERBONK into computer memory

1. Remove any program cartridge from the cartridge slot of your computer.

2. Plug your Joystick Controller into the first controller jack of your computer console.

3. If you have the cassette version of DIGGERBONK:

   a. Have your computer turned OFF.

   b. Turn on your TV set.

   c. Insert the DIGGERBONK cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY to prepare the program recorder for loading the program.

   d. Turn on the computer while holding down the START key.

   e. When you hear a beep, release the START key and press the RETURN key. The program will load into computer memory and start automatically.

If you have the diskette version of DIGGERBONK:

   a. Have your computer turned OFF.

   b. Turn on your disk drive.

   c. When the BUSY light goes out, open the disk drive door and insert the DIGGERBONK diskette with the label in the lower right-hand corner nearest you. Close the door.

   d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

The first display screen

The title DIGGERBONK appears at the top of the display, followed by a copyright notice. A maze takes up the rest of the screen. It scrolls downward as some of the DIGGERBONK creatures move around its paths. You'll hear a ticking sound, but you can lower it by adjusting the volume of your TV set.

Playing DIGGERBONK

Selecting difficulty levels

DIGGERBONK has nine levels of difficulty: Level 1 is the easiest, and level 9 is the hardest. At the higher levels, there are more objects moving around the maze, the enemies move faster, and the maze scrolls downward faster. With some practice, you can reach 30,000 points easily on level 1, but it's difficult to score this high on level 9.

Before you begin to play, you see a number in the upper right-hand corner of the screen that continuously changes from one to nine. Start the game when you see the number of the difficulty level you want.

Starting the game

There are two ways to begin play. Press the START key on the console, or press the red button on the joystick. When a new maze appears, find the little blue box. That's YOU!

Using the Joystick Controller

Hold the joystick with the red button in the upper left hand corner. To move your blue DIGGERBONK figure down in the maze, move the joystick toward you, as follows:

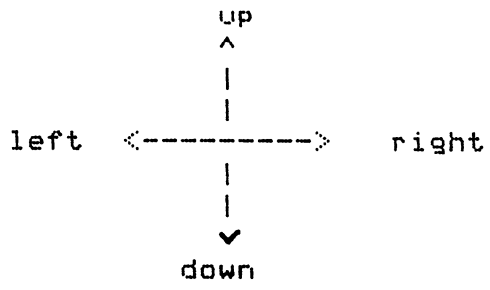

Figure 1 Joystick movement

Scoring and behavior of creatures

The objective is to get as many points as possible before an enemy or a disaster ends the game. Successfully bonking obstacles in your path adds to your score. The screen displays your current score at the top right of the screen. You can always compare it to the high score for this game session, which appears at the top left.

- Orange whirlers. It's always safe to approach an Orange Whirler. You earn 500 points if you bonk one, but you lose 505 points if you fail to bonk one before it moves off the screen. So the difference between getting and losing an Orange Whirler before it falls from view is 1005 points. Be careful: when you bonk an Orange Whirler, your score begins to count down rapidly. The only way to stop it is to capture a Pulsing

Greenie.

Pulsing greenies. Not only does bonking a Pulsing Greenie stop the scoring countdown, but it also earns 200 points for you. If you let it slip from the screen, you lose 202 points. A Pulsing Greenie is a solid, pulsating object. Notice that when you capture a Pulsing Greenie, your DIGGERBONK player becomes solid and glows. This means you have special powers to bonk powerful enemies, like the Purple Gurple, the Aqua Chaser, and the Yellow Blinker.

Twinklers. Twinklers, x-shaped figures, are worth 100 points if you bonk them. You lose 101 points if you let one fall from view. For each one you capture, you can knock your way through one wall. This could save your life if you're trapped. You can save up the privilege of passing through the wall whenever you need to (up to 255 times). When you capture a Twinkler, the wall displays in sections marked by x's, showing where you can break through.

The Purple Gurple. The Purple Gurple is one of the enemies you'll meet. Stay away, unless you're empowered by a Pulsing Greenie. If you do bonk a Purple Gurple, you earn 1,000 points (but you won't lose any points for letting him get away). It's easy to pass him in a vertical hall because he usually takes one side, and you can take the other. But you can't pass him in a horizontal hall. He changes direction only when he hits something, and he won't pass by an Orange Whirler, a Pulsing Greenie, or a Twirler. He never goes through a wall. You can hide in nooks to avoid him.

The Yellow Blinker. The Yellow Blinker is worth 1,000 points if you can bonk him while you're empowered by a Pulsing Greenie. But don't let him get you first! If you're very careful, you can pass him in a vertical hall, but he changes direction frequently, and he often hides from view. He won't go through walls, Orange Whirlers, Pulsing Greenies, or Twinklers.

The Aqua Chaser. The Aqua Chaser sounds an ominous beat; consider it fair warning, for he's the most dangerous of all the enemies. Sometimes he'll chase you, so stay away (unless you're empowered). If you're brave enough to bonk him, you earn 1500 points. Be careful: he can pass through Orange Whirlers, Pulsing Greenies, and Twinklers to get you.

Special features

Hitting walls. You hear a thud whenever you hit a wall. You lose one point, unless you have a Twinkler saved up.

White fog. From time to time, a white fog moves across the screen from left to right. The fog is harmless, but it makes seeing difficult while you're engulfed in it.

Red bomb. Avoid the red bomb: it will surely explode! Don't get hit by the fragments, or the game is up. Don't even touch it before it explodes, or the game is over. The bomb can be helpful at times because it can blast a short-cut through the wall. But it won't stop the enemies.

The panic button. The red joystick button is a panic button! You can use it in desperate situations, but only once for each Aqua Chaser you bonk. Using it costs you 2500 points, and you must have a positive score before you use it. First press and hold the button, and then knock out the wall of your choice by crashing into it. You're allowed one free use of the Panic Button at the beginning of the game.

Wrapping around the maze. The wraparound feature allows you to knock your way through a wall on one edge of the maze and come out on the other side. You must be able to break through the other side, however. This means that you must have either a Twinkler or a use of the panic button in reserve. While you're outside the maze, you can't move vertically.

The warning bar. If you come close to the bottom of the maze, a red bar appears beneath you and a warning sounds. If you touch the pink bar, the game is over.

Special keys

SPACE BAR --> pause

Press the SPACE BAR to suspend the game. While the game is frozen, the background is dark blue. To resume play, press the SPACE BAR again. There's a one-half second pause.

START key --> restart the game

Press the START key to restart the game at any time.

Red joystick button --> start another round with high score intact

When the game ends (because an enemy bonked you, a bomb fragment hit you, or the scrolling maze pushed you to the bottom of the screen), you can start over by pressing the red joystick button as well as the START key.

OPTION key --> start over on new level

Pressing the OPTION key returns you to the title screen. Then press the START key or the red joystick button to select a new difficulty level and begin play.

SELECT key --> change the difficulty level

During the game, you can change the difficulty level. Press and hold the SELECT key to see the difficulty level increase from one to nine (and then back to one after nine displays). Release it when you see the number you want.

SYSTEM RESET key --> restart the game and scoreboard

You can press the SYSTEM RESET key to start over with the score erased. The game returns to the first display screen.

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2. If you have problems using the program, please describe them here.

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5. How can the catalog description be more accurate or comprehensive?

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   _____ Enjoyable
   _____ Self-instructive
   _____ Useful (non-game programs)
   _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

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[seal here]